

Base Data			
USACE LA Division Annual Maintenance			
Item	Unit	Quantity	Unit Price
1. Labor	Hour	100.0	10.00
2. Material	Yd	100.0	10.00
3. Fuel	Gal	100.0	10.00
4. Oil	Gal	100.0	10.00
5. Grease	Gal	100.0	10.00
6. Parts	Each	100.0	10.00
7. Tools	Each	100.0	10.00
8. Equipment	Hour	100.0	10.00
9. Subcontract	Hour	100.0	10.00
10. Other	Hour	100.0	10.00
11. Total	Hour	100.0	10.00
12. Grand Total	Hour	100.0	10.00

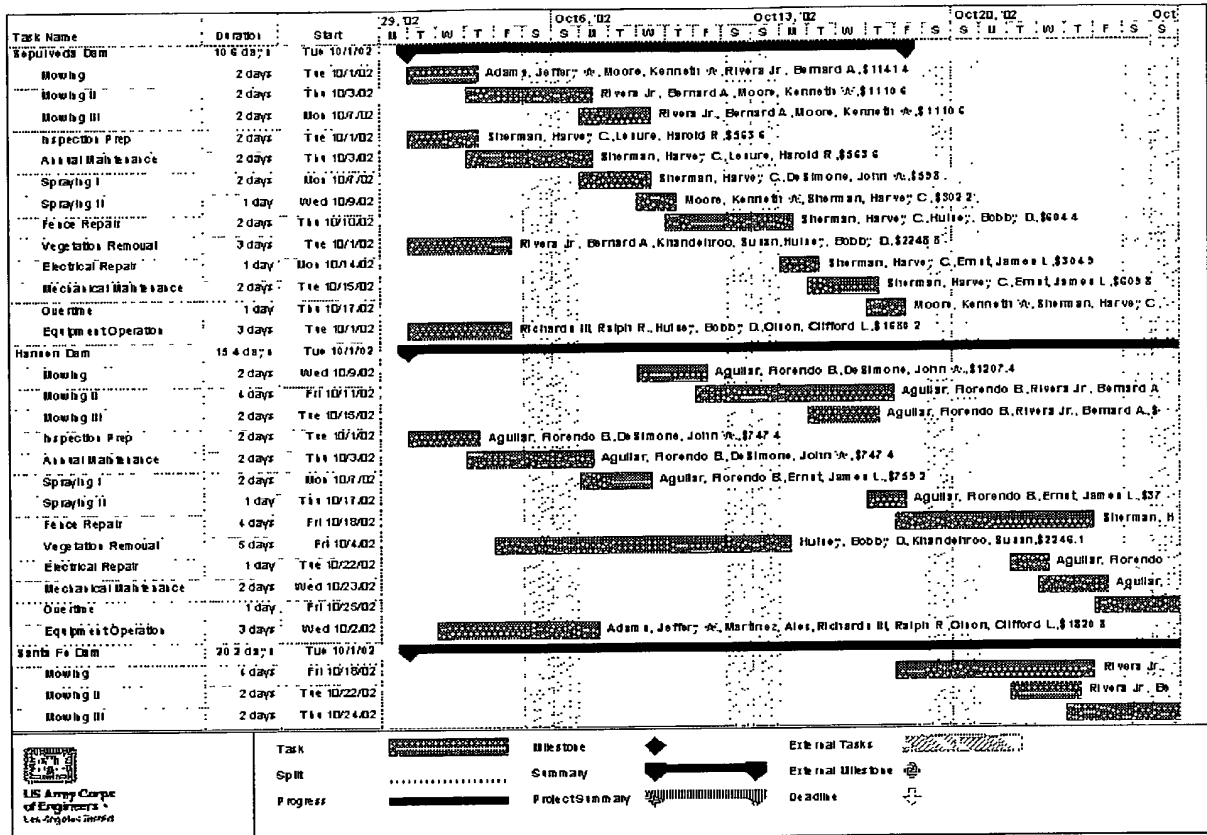
Base Data USACE LA Division Annual Maintenance

Item	Description	Period	Frequency	Unit	Value	Notes
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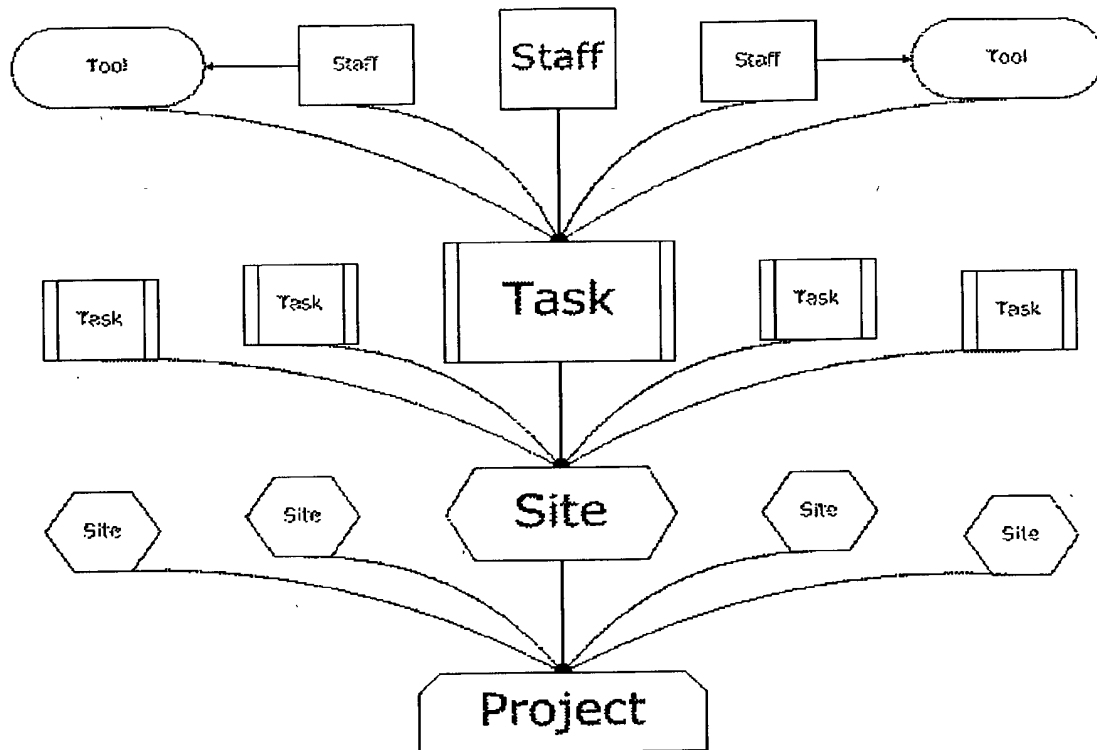
USACE LA Division Annual Maintenance									
Task/Sites	Task	Frequency	Priority	Due Date	Assigned To	Status	Comments	Notes	Attachments
1. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
2. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
3. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
4. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
5. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
6. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
7. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
8. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
9. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]
10. [Task Name]	[Task Name]	[Frequency]	[Priority]	[Due Date]	[Assigned To]	[Status]	[Comments]	[Notes]	[Attachments]

ALL INFORMATION CONTAINED HEREIN IS UNCLASSIFIED

[illegible]



Relationship Between Staff/Tool/Task/Site



```
// This class allows for sorting based on scores
// without losing track of the original object
class ObjScore
{
public:
    int id;
    int score;
}

void GetStaffList(Task* t, Array<Personel*> &list)
{
    // Get All the Staff who can do this task
    // and put it in the array "list"
    GetAllSkilledStaff(t, list)

    // Make an array of score objects
    // the size of "list"
    Array<ObjScore> scores(list.length())

    for(i=0;i<list.length();i++)
    {
        // Give this person's ID to the score object
        scores[i].id = list[i]->id

        // Make this score affected by the staff's cost
        // It is negative to show that the higher the cost,
        // the worse the score. Multiply it by some factor
        // based on the specified criteria
        scores[i].score = -(factor) * list[i]->cost

        // Make this score affected by the number of days
        // worked by the staff already. This is multiplied
        // by a work-distribution factor. If the user chooses
        // to spread work evenly, then the less-worked staff
        // will be given a higher score
        scores[i].score += (factor) * DaysWorked(list[i])
    }

    // Sort the list based on score. This uses the quicksort
    // sorting method, with modifications to take a list of
    // ObjScore and not numbers

    OSQuickSort(os,0,os.length()-1)

    // Now make the list reflect the newly ordered list of
    // scores
    for(i=0;i<list.length();i++)
        list[i] = GetStaffFromID(scores[i].id)
}
```

```

// Shows how these resources are inter-connected

// Basic Resource Category
class Resource
public:
    int id; // ID number to identify resource
    TString name; // Name of Tool/Staff
    TArray<RescTask*> tasks; // List of Tasks and days
    float cost; // Basic Rate
    bool useresc; // Is this resource available
    TArray<Absence> abs; // List of absence Dates

    Resource();

// Tool Resource
class Tool : public Resource
public:
    TArray<int> tooldelet; // List of tool categories this
    // tool falls into

// Staff Resource
class Personnel : public Resource
public:
    TArray<int> skillno; // Skill's this staff has
    TString contact, comment; // Contact info and comments
    TArray<RescTask*> tendering; // Which site/dates this staff
    // tenders for
    float ovrate; // Overtime Rate

    Personnel();

class Site
public:
    TString name; // Name of Site
    int id; // Site ID (For searching/saving)
    TArray<Group*> groups; // Groups (of Tools and Staff) that
    // can work at this site
    TArray<Personnel*> tenders; // Possible Site tenders
    TArray<Task*> tasks; // Tasks occurring at this site
    TArray<Site*> sub; // Sub-sites of this site
    TArray<TaskPers*> curtender; // Tenders and Dates of Tendering

    bool closed; // Is this site closed down forever
    TArray<Absence> abs; // Site closures

    TArray<SiteTask*> st; // Site/Task Linkage

    Site();

class Task
public:
    SiteTask* st; // Site/Task Linkage
    Site* site; // Site where this Task takes place
    TArray<TaskPers*> personnel; // List of staff/days working on
    TArray<TaskPers*> ovr; // List of overtime staff
    TArray<TaskPers*> ovr2; // List of ovr's/days
    int start, end; // Task's start and end dates

    Task();

```